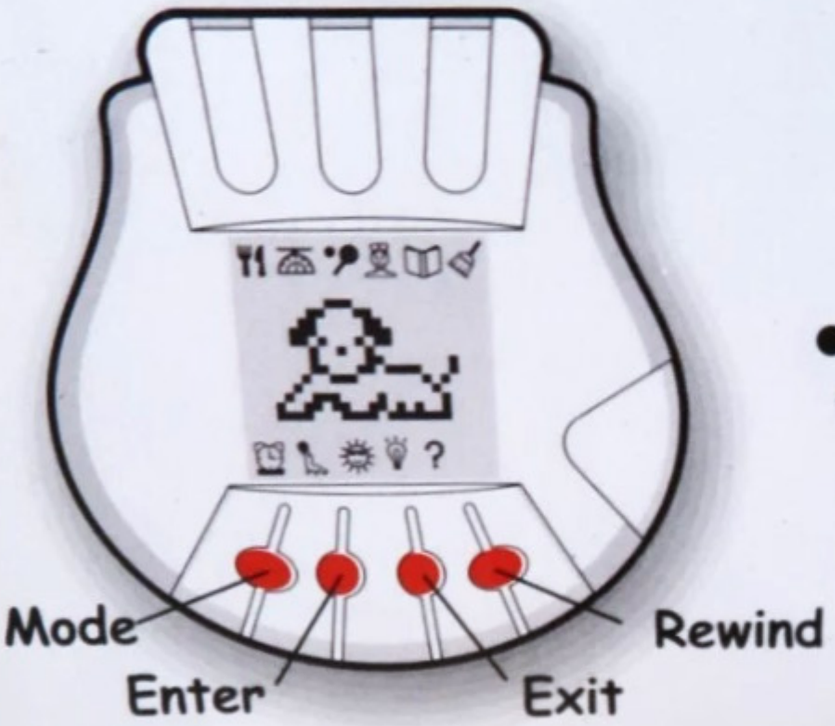
888

MULTI Meta-Pet™

DYTOY®

Operation Instructions:



1.) Remove the battery tab or press the "Reset" button on located on the backside of the unit.

2.) Press the "Enter" key and select either ENG (English language) or JPN (Japanese) by pressing the "Mode" key. Press "Enter" key to continue.

3.) Select which of the Meta-Pets you want to raise using the "Mode" key. A = Birdie, B = Dinosaur, C = Puppy. Press the "Enter" key to continue.

HEALTH METER: You can use the health meter to check the status of your pet's progress. Find his age, weight, hunger, mood and education level. AGE: 0 to 15 years old. WEIGHT: 0 to 99 lbs. HUNGER: 4 servings or less. MOOD: Total of 4 awards. Each award is earned when your pet plays the games and win. EDUCATION: 4 degrees. Education begins at 1 year old.

GAME A: Playing this number game with your pets and it will make them happier and healthier. Try to guess if the next number will be larger or smaller than 7. Press the "Mode" key to select smaller than 7 or the "Enter" key for larger than 7. Play 5 games. If your pet wins, his mood will increase one award.

MEDICATION: If you do not take proper care of your pet, he may get sick. If you see the sickness symbol (*) You will need to give your pet medication 3 to 6 times to make him well. He will not accept medication if he does not need it.

EDUCATION: When your pet cries out for no reason (not sick, hungry, dirty etc.) He wants a lesson. You can teach him every day from one year old to increase his education degrees.

CLEANING: You must clean up after your pet gets dirty or he will become sick.

CLOCK/ALARM: You can use your Meta-Pet as a

4.) **SETTING PET TIME:** Press "Mode" key to set "HOUR" AM/PM. Press "Enter" key to set the minutes. Pressing the "Exit" key will confirm the time with a long beep tone. Your pet will be born after 3 minutes. You cannot change the time again unless you press the "Reset" key. Press the "Enter" key to switch "Pet time" and "Pet Life" during daily life.

5.) **PET HOTEL:** You can take your Meta-Pet to the babysitter if you get too busy to care for him. This will put your pet on "hold" which means the pet time will be frozen when the pet is in the hotel. Press the "Enter" key (pet time) and then the "Exit" key to get into the pet hotel. Repeat the same operation to return to play.

6.) **SOUND MUTE:** Press "Mode" and "Exit" keys at the same time. The tone sound will now be turned off. Repeat the same operation to turn the tone back on.

7.) **ACTIVITY:** You can select the following activities by pressing the "Mode" key or the "Rewind" key to select activity, Press the "Enter" key to confirm the selection. You can stop the activity by pressing the " Exit" key.

FEEDING: Feed your Meta-Pet dinner when he is hungry. (see HEALTH METER below) Each food choice will partially fill your pet one degree. Feed him some FRUIT for better health and happiness. Select the WATER to satisfy his thirst. He will drink a maximum of 15 cups. Too much or too little water may cause your pet to get sick.

CLOCK/ALARM: You can use your Meta-Pet as a clock and alarm. This clock time is not the pet time. There are two activities under this icon: clock and alarm. You are in the clock activity when you select this icon and confirm the selection. The clock time is shown on the screen when you select clock activity. To set the clock time, press the "Exit" key and press the "Mode" key or the "Enter " key to set the hour or the minute, respectively. Press the "Exit " key to confirm the clock setting. To set the alarm, you have to start alarm activity. Press the "Mode" key one more time to make this icon flash after you select this icon. Then press the "Enter" key to confirm the selection . Press the "Mode" or the "Enter"key to set the hour or the minute for alarm, respectively. Press the "Exit" key to confirm the setting.

GAME B: Guess if your pet will turn to the left or the right. Press "Mode" key to select left or "Enter" key for the right. Play 5 games. If your pet wins, his mood will increase one award.

WEATHER: The weather may change from sunshine to rain or snow. You should take care of your pet by either letting him swim in the pool when it is sunny, giving him a warm jacket when it is snowing or giving him an umbrella when it is raining.

LIGHT ON/OFF: Your pet will go to sleep about 9:00PM and wake at 7:00AM. You should turn off the light when he sleeps, and turn it on when he wakes.

ALERT: Your pet needs attention when this icon flashes and beeps.